



BC COASTAL SOCCER LEAGUE
RULES AND REGULATIONS 2025-26

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PART 1 – OVERVIEW AND PURPOSE OF THE LEAGUE

Unless otherwise noted, the Rules and Regulations listed in this document are applicable to all levels and divisions of play. The BC Coastal Soccer League (BCCSL) provides youth soccer competition in the BCSA Coastal Region, and is focused on providing a positive soccer experience for all participants, while ensuring the fair play and integrity in those competitions.

The BCCSL is governed by a Board of Directors composed of appointed delegates from each of the participating Youth District Associations. The Board of Directors is supported by staff, including the League General Manager. The primary objectives of the League Board and Staff are as follows:

- Provide meaningful, positive and fair competition at all levels;
- Uphold the principles of fair play and protect the integrity of the BCCSL competition;
- Support the Canada Soccer Pathway (LTPD) as it pertains to BCCSL competition;
- Enforcement of these Rules & Regulations, and any other BCCSL policies;
- Oversees the operation of the Coastal Cup and other League Competitions.

A key factor in achieving fair and positive play for all is the geographic placement of teams in like-caliber divisions/groupings. In order to support clubs in determining proper placement for their teams, the BCCSL has created a [Team and Information Guide](#). This document is intended to provide guidance on minimum standards for team placement. Clubs that do not follow these standards may be subject to sanctions.

The Rules and Regulations will be amended from time to time throughout the season if it is in the best interest of the execution of the game.

PART 2 – LEAGUE ADMINISTRATION AND OPERATION

1. PLAYER REGISTRATION

- a. Only players who are properly registered with BC Soccer through its District Association can participate in the League.
- b. Each District must provide all registered players and team officials with photo ID cards (digital or printed) in accordance with BC Soccer rules no later than October 15th for all divisions. ID card requirements for BCCSL are as follows: The following individuals shall be issued with a photo (taken within 24 months) identification card once they have been registered with BC Soccer:
 - i. All youth players and team officials in the U14 to U18 age groups.
 - ii. All team officials U11 to U13.
 - iii. The photo identification card shall include the player's or team official's: Surname, Given Name(s), Club Name, Birth year, Player ID#, and the year in which the playing season ends. The ID cards must be presented for each league game throughout the remainder of the playing season.

- iv. Teams who fail to produce ID cards for their team or individual players will be subject to a League fine (as per Fine Schedule, section 22). Referees will still allow the game to go ahead and will submit a game report that states there was a violation of the rules as it relates to the ID card requirement. Protests will be entertained (providing it is received within the window as stated in 21. c) and may be upheld by the League due to lack of ID cards of an opponent. Discipline issued to players will still be applied as usual, and the Club that didn't provide ID cards may be required to provide proof of ID cards after the fact as part of the protest.
- c. Players and Staff who do not have an ID photo uploaded by October 15th will not appear on the game day roster and will not be eligible to participate in the game.

2. RISK MANAGEMENT

- a. Without exception, the BCCSL expects all stakeholders registered for participation in the league to uphold and follow the [BCSA Criminal Record Check Policy](#).
- b. Occasional volunteers as defined by the BCSA Criminal Record Check Policy are not permitted to be involved in the BCCSL in any capacity.

3. TEAM AFFILIATION

- a. All teams must be affiliated through the League's Member Districts and only Districts may forward teams to the League.
- b. As per the BC Soccer and Canada Soccer [requirement](#), Districts must ensure, all participating Clubs must have obtained Quality Soccer Provider designation from the Canadian Soccer Association. The League will not accept teams from Clubs that have not obtained this minimum designation.
- c. The League will determine the number of divisions, so they are appropriately competitive.
- d. Each District will pay the appropriate League entry fee as determined by the League Board for each team. Invoices and payment expectations can be found in the [BCCSL Payment Policy](#).

4. DIVISIONS

The League reserves the right to amend this table below without notice if it is in the best interest of the League and affected division(s). For the 2025-26 season the League will offer the following divisions:

Age Group	Metro	Div. 1	Div. 1A	Div. 1B	Div. 2	Div. 2A	Div. 2B	Div. 3
U11	No	No	Yes	Yes	No	Yes	Yes	Yes
U12	No	No	Yes	Yes	No	Yes	Yes	Yes

U13	No	No	Yes	Yes	No	Yes	Yes	Yes
U14	No	Yes	No	No	Yes	No	No	Yes
U15	No	Yes	No	No	Yes	No	No	Yes
U16	No	Yes	No	No	Yes	No	No	Yes
U17	No	Yes	No	No	Yes	No	No	Yes
U18	Yes	Yes	No	No	Yes	No	No	Yes

U11-U13

- U11-U13 will follow the [small sided rules](#) as outlined by BC Soccer.
- Scores will be recorded for tiering purposes only. Scores and standings will not be made public.
- There will be no cup play, league championships, nor league tournament for U11, U12, U13.
- The League expects that Districts will accommodate teams being moved down from Division 2 at the designated realignment periods.
- The League will consider teams from District-based leagues to move into BCCSL Division 2 at the designated realignment periods.

5. ROSTER SIZE AND GAME DAY ROSTERS/MATCH SHEETS

- Roster sizes:
 - U11 to 12 – Minimum 10 players, Maximum 16 players
 - U13 - Minimum 11 players, Maximum 17 players
 - Coastal Cup Teams U14 to U18 - Minimum 14 players, Maximum 20 players
 - League Champions Series Teams U14 to U18 – Minimum 14 players, Maximum 22 players
 - Team Officials All Age Groups – Minimum 1 Team Official Maximum 5 Team Officials
 - A minimum of one (1) team official must be the same gender of the registered team and in attendance at all BCCSL sanctioned games.
- All players must be registered with the league and rostered to a registered team in order to be eligible to participate in any BCCSL sanctioned matches.
- Floating rosters and/or players are not permitted.
- Game Day Rosters/Match Sheets can be generated for printing starting two days prior to the scheduled game..
- Players and or team officials who are handwritten on to the roster or added in any other manner are ineligible to participate in the game. Should the players and or team officials participate in the game, the game is protestable and maybe subject to forfeits and fines.

- f. Each team is required to print off 2 physical copies of their current game day roster and bring them to the game - 1 copy for the referee and 1 for the opposition. The most recent date and timed stamped rosters will be deemed the official game day match sheet.

6. FLUID ROSTER PROCESS

- a. BCCSL has a fluid roster policy (meaning no signed permit documentation required) within the following rules. These apply to any player with a valid BC Soccer ID (see section 1b):
 - i. Player movement may occur through the Fluid Roster Process based on the following criteria found in the [FRP Chart](#).
 - ii. Player movement may only occur within a Club. There will be no allowances made for players from outside a Club or District to be utilized through the Fluid Roster Process. A maximum of five (5) FRP players may be added to a game day roster.
 - iii. There will be no exceptions made to the FRP criteria under any circumstance.
- b. Players who are registered with a British Columbia Premier Soccer League team (BCSPL) or any other league are NOT eligible to participate in any competition governed by the League (BCCSL).
- c. Teams can only use FRP for league games, FRP is not eligible for Coastal Cup.
- d. Team game day rosters, including FRP, cannot exceed the allowable BCCSL roster size.

7. TEAM SUBMISSIONS AND POSSIBLE DIVISIONAL REASSIGNMENT

- a. Each District shall work with its affiliated Club members to submit teams to the appropriate divisions within the League.
- b. Districts must submit the teams and their desired divisions as well as their roster to the League General Manager, on a BCCSL provided spreadsheet, no later than:
 - i. August 7th – Metro, Division 1, Division 2, Division 3
- c. Teams will be only be accepted with the following minimum roster size
 - i. Coastal Cup Division Teams – 14
 - ii. League Champions Division Teams:
 - i. U11-U12 – 10 players
 - ii. U13 – 11 players
 - iii. U14-U18 – 14 players
- d. Where a club uses one name for each team being submitted in the same division (i.e. CLUB United) a unique identifier must be added to differentiate between each team (i.e. CLUB United Smith). Failure to uniquely identify each team, will result in the BCCSL League General Manager doing so, the identifier assigned will be unalterable.
- e. At the discretion of the BCCSL Management and in cooperation with club technical staff, reassignment may occur in the following divisions:

Division	Metro	D1A/1B	D1	D2A/2B	D2	D3
U11-U13	n/a	Oct - Date TBA/Holiday Break	Oct - Date TBA/Holiday Break	Oct - Date TBA/Holiday Break	Oct - Date TBA/Holiday Break	Oct - Date TBA/Holiday Break
U14	n/a	n/a	Oct - Date TBA	Oct - Date TBA	Oct - Date TBA	Oct - Date TBA
U15-U17	n/a	n/a	n/a	n/a	n/a	n/a
U18	n/a	n/a	n/a	n/a	n/a	n/a

Divisions where reassignment may occur will see teams play an exhibition tiering series until the end of October. Teams will compete in matches designed to assess their competitive level. The results will determine the appropriate tier placement for the remainder of the season.

- f. All divisions where reassignment takes place will be reset to zero (0) once the tiering phase is complete, regardless if there are changes or not.
- g. Should a team registered in a Coastal Cup division be reassigned to another Coastal Cup division they forfeit their right to participate in the Coastal Cup.

8. LEAGUE DISCIPLINE

- a. All participants are to adhere to the principles of Fair Play, the Laws of the Game, and the FIFA Laws Of The Game/Field Of Play Violations Discipline and Complaint Procedures of BC Soccer.
- b. Discipline will be conducted by a Discipline Committee established by the League. Discipline may also be referred to a District member or BC Soccer/ITP if the Discipline Committee determines that action is required.

Districts

- a. Districts may be fined when their Clubs fail to meet the deadlines provided by the League or consistently fail to adhere to the League rules. Consistent failure to meet deadlines or adhere to policy and rules will render the Club not in good standing with the League and may jeopardize a District's future ability to affiliate teams.
- b. Districts are responsible for the behaviour of their Clubs' teams and may be penalized and/or fined for each case of misconduct, and/or be referred to BC Soccer for further sanctions.

Teams, Coaches, and Players

- a. It is the team officials' responsibility to familiarize themselves with FIFA/IFAB's Laws of the Game, BC Soccer Rules and Regulations and Policies, the League Rules, and any specific policies relating to the BCCSL.
- b. The team coach or manager must identify themselves to the center referee and to the other team before the start of the game.

- c. Team Officials are responsible for the behavior of themselves, players, parents, and spectators associated with their team. If a spectator is unmanageable, the referee may stop the match until the situation is under control as deemed by the referee. A District and or Club may be fined for poor behavior or the team may be removed from the play for any number of games, including removal for the balance of the season or more.
- d. No person from the sidelines shall make any derogatory comments about any player or team official on either team, match officials, or other spectators.
- e. Team officials must oversee and participate in the obligatory pre-game handshakes or equivalent agreed ceremonial protocols between the teams and officials. Failure to conduct the pre-game handshake in a sporting manner may result in a fine.
- f. If a player, team official, or spectator is ejected from the game or is asked to leave, they must leave the immediate area and be no closer than 15 meters from the field of play or in a parking lot if within 15 meters.
- g. The person will still be considered to be in the playing area or park if the individual continues to direct misconduct towards the playing area from outside the park's limits.

9. RULES OF PLAY

- a. All games are to be played in accordance with the FIFA/IFAB Laws of the Game and BC Soccer Rules and Regulations.
- b. Teams are required to provide two completed eligible team rosters (player names and jersey numbers, team officials) that includes any Fluid Roster players (see section 6) to the referee, prior to the start of the game.
- c. Captain armbands are required for all U14-U18 teams playing in metro or division 1.
- d. All teams are required to have at least one (1) game registered team official with them for the entire duration of the game. Should there only be one (1) registered team official and they must leave or are ejected from the game, the referee must be notified and they will abandon the game and the match will be rescheduled as per Section 19 d or 19 e.
- e. Unless indicated otherwise, all games will be played as per the tables below.

Division	Game Format Including GK	Game Length	Ball Size	Retreat Line
U11-U12	8 v 8	2 x 30 minutes	4	Yes
U13	9 v 9	2 x 35 minutes	4	Yes
U14-U16	11 v 11	2 x 40 minutes	5	No
U17-U18	11 v 11	2 x 45 minutes	5	No

Division	Minimum Field Width	Maximum Field Width	Minimum Field Length	Maximum Field Length	Goal Size
U11-U12	46yds/42m /138ft	50yds/55m/1 80ft	66yds/60m/1 97ft	82yds/75m/2 46ft	L: 18ft / 5.49m H: 6ft / 1.83m
U13*	50yds/46m /151ft	60yds/55m/1 80ft	70yds/64m/2 10ft	86yds/78m/2 56ft	L: 18ft / 5.49m H: 6ft / 1.83m
U14-U18	65yds/59m /194ft		109yds/100 m/328ft		L: 7m/24ft H: 2m/8ft

*There may be districts/clubs who may not be able to meet the minimum sizing as specified above, in those cases, the League will accommodate those districts/club; to still be able to play their U13 matches to the maximum dimensions allowable by their fields. However, they must notify the League of this and inform their opponent when communicating with them prior to the game day.

10. PLAYING FIELDS

- Each District/Club shall ensure that their District/Club Scheduler provides a list of home fields to the League Scheduler prior to the start of the season.
- Where park configuration allows, there are to be no spectators behind the team benches.
- Failure to provide a safe and adequate field may result in a fine.
- The home team is responsible for nets, corner flags, and lining of the field. Failure to provide this equipment may result in a fine.
- A technical area, per FIFA/IFAB's Laws of the Game must be established at each team's bench. Team officials must remain inside the technical area during the game (except half time) unless approval is received from the referee to leave. Players must remain in the technical area except for substitutions.
- No person may coach from behind the goal line and the area behind the goal is to be free of spectators.
- Spectators must remain in designated spectator areas.

11. REFEREES, ASSISTANT REFEREES, AND TEAM LINEPERSON

- Each Club/District will be responsible to access BC Soccer's database of qualified referees and have a listing of available registered referees for all divisions.
- Referees must be currently registered with BC Soccer and comply with all BC Soccer rules.
- Referees must have a classification of Youth or above.
- All referees aged 19 years and older must have a valid Criminal Record Check and Vulnerable Sector Check on file with BC Soccer.

- e. Referees have the authority to remove any person, including team officials or players, away from the field of play. Any time a person has been red carded or ejected from the game the referee will report the incident in the League's Discipline System within twenty-four (24) hours of the posted game time.
- f. The Centre Referee should be a minimum of 2 years older than the age category of play.
- g. Referees must disclose to their Referee Scheduler any potential conflicts of interest in the game assigned to them.
- h. At all BCCSL levels, Clubs/districts must assign a centre referee.
- i. The home team, Club or District must provide two uniformed assistant referees with Entry Level qualifications or higher for the following divisions:
 - i. All U14 and up divisions.
- j. For divisions not identified above in i., each team must supply a Team Linesperson (an adult volunteer to serve as an assistant referee), subject to the following conditions:
 - i. The referee reserves the right to not utilize a Team Linesperson for U11-U13 games;
 - ii. The role of the "team volunteer assistant" is to call the whole ball "out". At no time shall "Team Linesperson" call or indicate offside;
 - iii. The Team Linesperson may not be a Team Coach as it impedes their ability to properly guide their team during the game;
 - iv. The Team Linesperson must refrain from coaching while carrying out the linesperson duties.

12. LEAGUE SCHEDULING

- a. The League General Manager shall work with the League Scheduler to provide a format for each season and will submit to the League Board for approval.
- b. The League General Manager will publish a calendar to indicate when games will be played prior to the start of the season.
- c. The League shall publish a complete schedule 10 days before the first scheduled league game. Where divisional restructuring occurs, league schedules will be altered after adjustments are made.
- d. At the time of team submissions, Districts/Clubs will declare home games days for each team on either Friday, Saturday, or Sunday. Once the District/Club has declared the home game day, it may not be changed without approval from the League General Manager.
 - i. Opposing teams must be prepared to play on an alternative game day from their declared home game day.
 - ii. In the event of field closures resulting in the games needing to be moved, games may be moved to a team's non declared home game day to ensure that the game can be played. Changes in the game day for field closures may only occur if the change is made at least seventy-two (72) hours in advance of the game and clearly communicated to both the team's opponent and the League. Opponents are expected to accommodate the game day change.

- e. Games will not be played on Thanksgiving Long Weekend. The Family Day Long Weekend will be a designated make-up game weekend and used by the league for unplayed games if necessary. Games will be played on all other statutory holidays should they fall on a league game day.
- f. Where there are teams traveling more than 60 kms (one way) or that require a ferry for travel the following is applicable unless teams mutually agree:
 - i. No games will be scheduled on Fridays;
 - ii. Are not to have a scheduled kickoff game prior to 9:30am or after 5pm for teams that require ferry travel and 7:00pm for teams located in the Lower Mainland on Saturday or Sunday;
 - iii. Starting times for games requiring travel by ferry are to be scheduled between 12 noon and 5:00 P.M.
- g. No Saturday/Sunday games will start prior to 8:30am or after 7:00 pm onward. If a game time must be scheduled 7:00pm or later, approval must be received from the League General Manager. There will be no consideration for games that are less than ten (10) days out.
- h. Any weeknight game that starts prior to 7:00 P.M. will need both coaches' approval.
- i. Teams are expected to play all scheduled games throughout the season on or before the scheduled dates, failure to do so may result in a fine.
- j. In the event cold weather conditions cause interruption to the League, Districts and/or Clubs who do not have their own Cold Weather Policy should follow the BCCSL [Cold Weather Guidelines](#) to determine if games should proceed or not.
- k. Each District/Club must enter all home field and game times as per the following:
 - i. September 1st – 30th – by the Tuesday of each week preceding the game;
 - ii. October 1st onward – games must be scheduled three (3) weeks in advance;
 - iii. Once scheduled, no changes may occur without permission from the League General Manager. No changes will be considered after the Tuesday before the game.
- l. At a minimum the home team is required to contact the visiting team no less than 72 hours prior to match day. If the visiting team has not heard from or received confirmation from the home team coach by the deadline stated earlier, the visiting team coach must also be able to show they attempted to contact the home team coach as well and report the lack of contact to their Club's District Rep.
- m. Games may not be canceled or postponed without permission from the League

13. LEAGUE STANDINGS

- a. The points system to determine the standings is as follows:
 - i. 3 points for a win;
 - ii. 1 point for a tie;
 - iii. 0 points for a loss.
- b. Points per game will be used to determine the standings order.
- c. For teams changing divisions please see Section 7 for new point system for first four (4) games.

14. TIE-BREAKING FORMULA

- a. The league will use PPG (points per game) to determine final standings. This will be used in all divisions unless otherwise noted. After using PPG, remaining ties in standings will be broken with the following formula:
 - i. Two Teams Tied
 - i. Head-to-head
 - ii. Greater goal difference in all group matches
 - 1. A maximum difference of five (5) goals will be considered in each match.
 - iii. Fewer number of goals against in all matches
 - iv. Fewer Yellow Cards
 - v. Fewer Red Cards
 - vi. Drawing of Lot
 - ii. Three or More Teams Tied
 - i. Greater goal difference between teams concerned
 - 1. A maximum difference of five (5) goals will be considered in each match
 - ii. Greatest number of goals scored in all matches involving the teams concerned
 - iii. Greater goal difference in all matches
 - 1. A maximum difference of five (5) goals will be considered in each match.
 - iv. Fewer number of goals against in all groups matches
 - v. Fewer Yellow Cards
 - vi. Fewer Red Cards
 - vii. Drawing of Lots

15. COASTAL CUP QUALIFICATION

- a. Please refer to the Coastal Cup page on the BCCSL website for all rules and documents.

16. LEAGUE CHAMPIONSHIP SERIES

- a. The League Championship Series is for teams who are in divisions where the Coastal Cup does not take place.
- b. The Championship Series begins after the tiering phase and runs to the conclusion of the season. Every effort will be made to ensure that there are an even number of pools in each age group.
- c. Teams will be placed in pools with teams of similar calibre, geographic consideration may be given providing it does not skew the competitiveness of the pool.
- d. At the conclusion of league play, first place teams will be scheduled to play off against each other in a one game championship game.

17. STATISTICS AND REPORTING OF SCORES

- a. The home team is responsible for reporting the score of the game.
- b. All scores must be reported by 11:00pm on the day of the game.

- c. Failure to report scores will result in a fine to the District and or Club of the home team failing to report.
- d. Once a score is posted it is considered to be final and will only be changed with a referee report confirming the final score.
 - a. Any requests to change the score of a game must be made within 72 hours of the posted game time.
- e. If a District withdraws a team prior to completion of the season/cup play, results involving that team will be expunged from the league record.

18. RESCHEDULING

- a. Notwithstanding below, teams will make an effort to complete all games scheduled by the BCCSL.
- b. The [BCCSL Make Up Game Protocol](#) must be used for all games that require rescheduling.
- c. When inclement weather or some other unforeseen event forces closure of the home teams' fields then the game may be rescheduled on the opposing team's field if there is sufficient notice (24 hours or more), time, field availability and an agreement between both coaches. The team providing the field is responsible for all home team responsibilities and duties.
- d. Only the assigned referee and/or Club or District Officials may deem a field unplayable.
- e. Should the game be played, then it is understood that the game stands as an official league game.
- f. Requests for game postponement must be made through the District Scheduler/Administrator to the League General Manager via this [form](#) and follow the process outlined in the [BCCSL Game Postponement Protocol](#).

19. GAME ABANDONMENT

- a. If a team is held responsible for the abandonment of a game, they will be subject to a fine which will be payable by the District and or Club, and the team may be referred to discipline.
- b. If a referee does not appear for the game:
 - i. In all cases a fifteen (15) minute allowance must be given before abandoning the game.
 - ii. If no referee appears after fifteen (15) minutes, the game will be rescheduled and the away team will become the home team.
 - iii. Should the game be played, then it is understood that the game stands as an official league game.
- c. Only a referee can abandon a game in progress.
- d. If a game is abandoned due to unforeseen circumstances (e.g., lights go out, snow storm hits) and 75% of the game has been played the result stands.
- e. If a game is abandoned as per Subsection (d) of this section and 75% of the game has not been played, the League General Manager can require the game to be rescheduled. If rescheduled, the score and the game will resume from the point of abandonment and played to its conclusion.

- f. Any games not played must be reported to the League through the District and will be noted as not played and will remain that way until game has been played. Clubs/Districts are responsible for rescheduling the game and advising the League.
- g. If players, team officials, or spectators cause a game to be abandoned, the League will investigate, and has the right to declare a winner. Points will be awarded as a forfeiture to the faultless team as a 1-0 win, regardless of the score at the time of the abandonment. The team at fault will be subject to a fine and referred to discipline.
If the League determines both teams were at fault for the abandonment, the League has the right to record the result as a 0-0 draw, or a loss for both teams, and both teams will be subject to a fine and both teams will be referred to discipline.
- h. Referees must report an abandoned or incomplete game to the League as an incomplete game via the Special Incident form found on the Discipline site.

20. UNPLAYED GAMES AND FORFEITS

- a. No show teams or games not played for any reason should be reported to the BCCSL through the Club and or District Administrator/Rep.
- b. Games not played must follow the [Unplayed Games and Forfeit Process](#) document and the [Make Up Game Protocol](#) before they are considered eligible for a forfeit request. Teams will be fined in accordance with the timelines as specified in the Fines Schedule.
- c. The League will only accept forfeit requests from the District Administrator/Scheduler.
- d. All forfeit requests must be submitted within 5 days of the posted game time to the District Administrator. The District Administrator must submit to the League within 1 week of the posted game time.
- e. The forfeit request should include all communication between the teams to establish proof there were attempts made to replay the game as well that the game could not go forward as a result of the team's decision to not play.
- f. Only the League General Manager can approve forfeits.
- g. All BCCSL approved forfeits will be recorded as a 1-0 win by the League Scheduler. Teams who have applied for a forfeit are not to enter the score for the un-played game, entering the score could nullify the forfeit request.
- h. The offending team will lose a minimum of five (5) points from their current standings for forfeiting the game.
- i. Should a team forfeit more than one (1) game in a season, the fine will double with each subsequent forfeit and the coach may be referred to league discipline.

21. COMPLAINTS, PROTESTS AND APPEALS

- a. Should coaches or managers have a complaint regarding the performance of a referee, the complaint should be directed in writing to their own District, not the League.

- b. Complaints that arise from a game that do not have a post match game report filed with the league by the match officials should be directed to the complainant's club, who at their discretion may forward on to their District for handling.
- c. Protests shall be dealt with by the League General Manager.
- d. The protest must be completed by the team using the [League Protest Form](#) or a detailed email within 48 hours of the day of the posted game kick off time. The basis of the protest must be clearly stated.
- e. A protest fee of \$250 (sent by interac e-transfer to protests@bccysl.ca) must be received by the League General Manager within 4 days of the game being completed.
- f. The fee will be refunded only if the protest is upheld.
- g. If a team official has knowledge of the basis for a protest before the game, they must advise the referee that the game is being played under protest.
- h. A protest will only be considered on the grounds of:
 - i. Misinterpretation of the FIFA Laws of the Game. A game cannot be protested based on the referee's judgment of the 'facts' of the game.
 - ii. Eligibility of players.
 - iii. Breaches of BCCSL Rules and Regulations.
 - i. Failure to produce two (2) copies of a game sheet is not protestable.
 - iv. Minor rule infractions, such as game day and time notifications are not protestable.
- i. Protests relating to the grounds, posts, crossbars, etc., will not be entertained unless notice (with particulars included) is given to the referee prior to the beginning of the game. The referee must believe the issue seriously affected the outcome of the game for the protest to be reviewed.
- j. Where needed, the League's General Manager will form a Protest Committee to review all protests. All parties affected will be provided a written ruling which shall include the rationale for the decision and the appeal procedure.
- k. Appeals should follow the steps as outlined in the [BCSA Appeal Process](#).

22. FINE SCHEDULE

All fines are applied to the respective Club/District. Clubs are responsible to pay fines directly to the BCCSL as per the Payment Policy. The District is ultimately responsible for ensuring the fine(s) are paid. The BCCSL reserves the right to impose, to adjust or increase fines based on circumstances that may or may not be listed below.

Game Related Fines (Unless Otherwise Noted, Fines are Per Incident)	
All Forfeits	
First Offence	\$350 plus 5 points, game costs and possible coach discipline
Second Offence	\$700 plus 7 points, game costs and possible coach discipline
Third Offence	\$1400 plus 9 points, game costs and coach discipline
Failure to Follow the Game Postponement Protocol	\$1000
Failure to report scores	\$25
Failure to produce ID cards for any/all players and team officials for league and/or cup games	\$350
Failure to provide a safe and adequate field	\$500 plus forfeit
Game Cancellation 48-96 hours in advance of the posted kick off time	\$350
Game Cancellation 24 hours or less in advance of the posted kick off time	\$500
Schedule Related Fines	
Failure of a team to complete all scheduled league games	\$500
Administrative Fines	
Late submission of teams by the District	\$500/club sent late

Teams submitted after the team submission deadline (if accepted)	
Teams submitted after the submission deadline	\$375
Teams submitted after schedules released	\$750
Withdrawal of committed team after BCCSL's submission deadline	
Withdrawn after the submission deadline	\$750/team
Movement of team(s) from one division to another after the BCCSL's submission deadline (if permitted)	\$350/team
Withdrawal of team(s) after schedules released	\$1000/team
BCCSL reserves the right to fine Clubs for affiliating an excessive number of teams that require reassignment. Excessive is defined as six (6) or more teams.	• \$1000 if in excess of six (6) teams • \$1500 if in excess of ten (10) teams
Scheduling Home Games	
September 1st – 30th Failure to input game times and fields by the Tuesday of each week.	\$50/game
October 1st onward -Failure to input game times and locations three weeks prior to the scheduled game	\$50/game
Team and Club Related Fines	
Failure of home team to provide nets, corner flags, and lining of the field	\$150
Home teams without a change strip/alternate colours	\$250
Force a game to be abandoned	\$1500

Failure to produce two game sheets	\$100
Cases of egregious misconduct of teams, players, spectators and team officials (i.e., verbal/physical assault of game officials, opponents and supporters)	First Offence: \$500 Second Offence: \$1000 Third Offence: \$2000
Cancellation of a game within 24 hours of the game (game still needs to be played)	\$500
Cancellation of a game 48-96 hours before the game (game still needs to be played)	\$350
Cancellation of a game 97+ hours in advance of the posted kick off time (game still needs to be played)	\$125
Failure to follow BCCSL Rules and Regulations and Policies	First Offence: \$500 Second Offence: \$1000 Third Offence: \$2000